



The Kopru Ruins

A Short Adventure for Four 12th-Level Player Characters

Featuring Material from *Stormwrack*

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Stormwrack, the latest book in the environment series, provides rules for adventuring on and under the high seas. It offers new feats, spells, prestige classes, and monsters for seagoing and underwater adventuring, as well as tips for campaigning in such environments.

The Kopru Ruins is a short D&D adventure for four 12th-level player characters (PCs). The ruined kopru city where this scenario takes place lies underwater at the base of an uninhabited island. Thus, any chain of small tropical islands is an ideal location for the adventure. In the FORGOTTEN REALMS Campaign Setting, you may want to place the ruins within the Selune's Tears area of the Sea of Fallen Stars. In the EBERRON Campaign Setting, any of the islands that lie between Khorvaire and Xen'drik would make an appropriate setting.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Stormwrack*—to run this adventure. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. For monster and NPC statistics, refer to either the Appendix or the appropriate pages in the publications noted.

ADVENTURE BACKGROUND

Thousands of years ago, a cruel, aquatic race called the kopru embarked on a mission of conquest and established a mighty undersea empire. The legendary might of these creatures was rivaled only by their cruelty to both enemies and subjects. The vicious kopru conquered and enslaved all the other sentient aquatic races with which they came into contact, including aquatic elves and sahuagin.

The aquatic elves who had not yet been enslaved by the kopru built their settlements far away from the empire's borders, but still they lived in fear of its expanding army. Constantly fortifying their defenses, the elves watched and waited for the day when their enemies might attempt to annex their territory and enslave them.



The sahuagin had not yet reached the pinnacle of their power as a race, but their numbers were increasing, and those not already absorbed into the empire harried its borders on a regular basis, seeking to free their enslaved kin. An individual kopru could easily defeat a single sahuagin, but the sahuagin often overpowered kopru defenders by sheer numbers. However, even the clerics of the shark god Sekolah could not provide the sahuagin with the leadership they needed to overthrow their kopru oppressors.

At last, as the elves had feared, the kopru began expanding once again, pushing the borders of their holdings outward. The aquatic elves saw this expansion as a real and imminent threat to their continued survival, so they sought allies for a final stand. The elf leaders met in secret with the leaders of the various sahuagin factions and eventually formed what would be an effective but short-lived alliance.

Bolstered by elven magic and complex strategic planning, the sahuagin army moved against the kopru expansion forces. In a single week, the unlikely allies attacked and sundered one kopru outpost after another. The cost in sahuagin life was enormous, but still they persevered.

After the kopru incursion into elven and sahuagin territory had been repelled, the sahuagin wanted to continue the fight, and the elves were more than willing to lead them into battle. The campaigns went on for years, gradually forcing the kopru farther and farther back within their borders. In time, their empire was simply overrun. Their cities were reduced to rubble, their slaves were freed and added to the invading army, and their citizens were slaughtered wholesale by the bloodthirsty sahuagin. The few surviving kopru fled their ruined cities and went into hiding.

Once they had soundly defeated the kopru, the aquatic elves and sahuagin fell to bickering over whose contribution to the war had been more valuable. Their alliance fell apart, and in less than a year, the two races were once again sworn enemies. Though a number of sahuagin fought to retain unity within their own race so that it might take the kopru's place as the dominant force of the deep, old rivalries quickly resurfaced and splintered the tribes, diluting their power.

For thousands of years, the kopru have remained in hiding, maintaining small communities and avoiding the races their ancestors had once enslaved. Most of their settlements are built in undersea caves, often near their ancestral homelands. But the powerful magical wards set up by the elves, still in place after all these years, have thus far kept them from entering the ruins of their ancient civilization.

Several generations ago, the kopru matrons realized that the race's numbers had recovered to the point where they could once again begin to expand their holdings. Because of their appearance and their history, few creatures they encountered were willing to teach them magic, but innate magical ability does occasionally manifest in the race, just as it does in any other. To gain a needed magical edge for their next expansion, the matrons initiated breeding programs to create a line of sorcerers.

One product of such a program, the sorcerer matron Ecalla, led her clan into a ruined kopru city in the hopes of retaking the domed complex and using it as a base. Although the magical wards designed to keep the kopru out of the city were still in place, Ecalla figured out a way to overcome them. She then took up residence in the command dome and ordered her minions to begin rebuilding the rest of the ruins.

The reoccupation of the ruined city was more of a symbolic victory than a practical one, but it has rallied the rest of the kopru, many of whom have since pledged their support to Ecalla. With every passing day, her power and influence grow, while the races she seeks to subjugate remain blissfully unaware of the growing threat presented by the kopru.

ADVENTURE SYNOPSIS

The PCs must penetrate the ruined kopru city and make their way to the command dome. Once there, they must find and eliminate Ecalla, then clear the rest of the kopru out of the city and help the aquatic elves reset the wards to ensure that the threat of the kopru expansion is contained.

ADVENTURE HOOKS

As DM, you know best how to involve your characters in an adventure. However, if you're stuck for an idea, you can use any of the following suggestions to prompt a raid on the ruined kopru city.

- **Lost Treasure:** Tales have been circulating among sailors and pirates about a fantastic treasure in an ancient ruin near an uninhabited island. Reportedly, some adventurers discovered the cache while exploring the ruins but were driven away by some unusual creatures before they could recover it. Several ship captains have searched for the ruins that house this fabled treasure, but to date, no one has found any place that fits the description. Recently, however, Captain Marek of the Blue Barnacle acquired a map that he hopes will lead him to the right spot, and he has put out a call for adventurers who are willing to help him get there and acquire the loot.



• Hirelings: A group of aquatic elves dwelling near the ruined kopru city has discovered that the kopru have managed to circumvent the wards and move back into their ruined stronghold. Several of the elders from this elven settlement remember the kopru and their penchant for empire-building, and they have voiced concerns that the rebuilding of the ruins may mean that their ancient enemies are attempting a return to power. They believe that they have the might to crush this kopru insurgency, but they would have to move through sahuagin waters to do so. The elves worry that because the sahuagin have little recollection of the ancient conflict and no interest in historical events, they might try to ally with the kopru and mount an offensive against the elves if the resettlement is discovered.

• In Search of History: Few records of the kopru empire remain, but some historians are interested in researching it. Vormod the sage, who lives in a city on the mainland, is intrigued by the tales he has heard of the kopru and has found evidence suggesting that a ruined city may lie just beneath the waves next to a nearby island. Though he is too old to search out the ruins himself, he is more than happy to offer the PCs 6,000 gp, plus the monetary value of all the treasure they find, to mount an expedition for him. He is willing to let the characters keep any items they find that do not have historical significance in his opinion, but

he does want to examine all their finds upon their return. Vormod offers the PCs an adventure map and provides them with any gear or spells they need to function underwater.

BEGINNING THE ADVENTURE

The Kopru Ruins is a site-based adventure in which the primary action occurs in a domed undersea city. The ancient city lies on an underwater plateau along the coast of an uninhabited tropical island. The waters in this area are calm most of the time. Depending on the strength of the winds, it usually takes three to five days to sail here.

The primary threats in the region surrounding the island are pirates and sahuagin. Although the area draws little traffic, many pirates occasionally use the numerous coves and inlets here as bases of operations. Hidden pirate treasure isn't just a myth in these parts; it is a reality.

In addition, numerous sea creatures periodically rise from the depths to threaten ships passing through these waters. The savage sahuagin are the most feared adversaries, but schools of ramfish, scyllans, and even occasional dragon turtles have been known to attack ships. The kopru, however, attack surface ships only if they believe them to be easy prey.

If you are using lost treasure to lure the PCs to this area, give the players the treasure map (Page 3).

KEY TO THE RUINS

The ruins are located 200 feet below the water's surface. The water is considered warm. (See *Stormwrack*, page 11, for rules of depth and hypothermia).

The following sections describe the general features of the ruins, plus the contents of the various chambers. The locations are keyed to the map of the ruins.

INTERIOR FEATURES

The domed ruins are divided into a central structure, a north wing, a west wing, and the command dome in which Ecalla has taken up residence. The kopru society has always been divided by caste, and each wing was devoted to a different caste.

Statuary

Each room in the central structure and west wing contains several statues, which are set into the walls in small alcoves. Each statue is carved from obsidian or some other dark rock and stands 5 to 7 feet tall. Most of the statues are of kopru warriors, though a few depict the kopru god Shothotugg (see *Lords of Madness*, page 28), which resembles a seething mass of fluid and tentacles. Although these statues are not represented on the map, every room contains two to ten of them, set far enough into the walls that they should not interfere with combat.

Although their god is prominently displayed throughout the ruins, the kopru of today are not particularly religious and almost none of them still worship Shothotugg. But with the rediscovery of some of the old records in this complex, the worship of this deity is beginning to re-emerge among the residents. Matron Ecalla is not a religious leader, but she encourages the worship of the kopru's ancestral deity because she hopes to convince the rest of her race that her rise to power was ordained by the gods.

Magical Wards

The wards that protect the ruins prevent all forms of scrying (as well as *passwall*, *teleportation*, and *dimension door*) within the domes. Furthermore, access to each wing is blocked by magical barriers that can be bypassed only by someone holding or wearing a specific amulet (currently in the possession of the matron), or by activating the manual triggering mechanisms located in various rooms throughout the ruins. The north wing remains in ruins because the kopru have left the repair of this section for last.

Entrances and Exits

The only way into or out of the complex is area 1, the guard station. Various structural faults with the walls once allowed swimming creatures to pass in and out at other locations, but those have since been patched. The complex's magical protections against teleportation and scrying automatically extended to cover those areas when these breaches were sealed.

1. GUARD STATION (EL 12)

This 30-foot-wide gap between the north and west wings of the ruins serves as the main guardpost for the complex. Because the cliff behind the complex rises above it and covers the top, this guardpost is the only way into the ruins. Read or paraphrase the following when the PCs enter this area.

A rectangular opening in the domed complex gives access to a sort of courtyard. Four nightmarish creatures, each resembling a human-sized, three-tailed eel with two arms and a tentacled mouth, swim through this area. Each is armed with a wicked-looking trident. Behind them is a pair of double doors.

The double doors behind the guards provide access to the interior of the complex.

Creatures: Four kopru guards, one of which carries a key to the door at area 2, patrol this area.

Kopru Guards (4): hp 72 each; see Appendix for statistics.

2. ENTRYWAY

This set of locked double doors bars entrance to the ruins. Read or paraphrase the following when the PCs approach.

The double doors are about two stories tall and set into the stone wall ahead. They are engraved with some kind of runes set in a silvery metal. Flanking the doors are two identical, 90-foot-tall statues carved from black stone. Each depicts one of the horrid creatures that previously guarded this area.

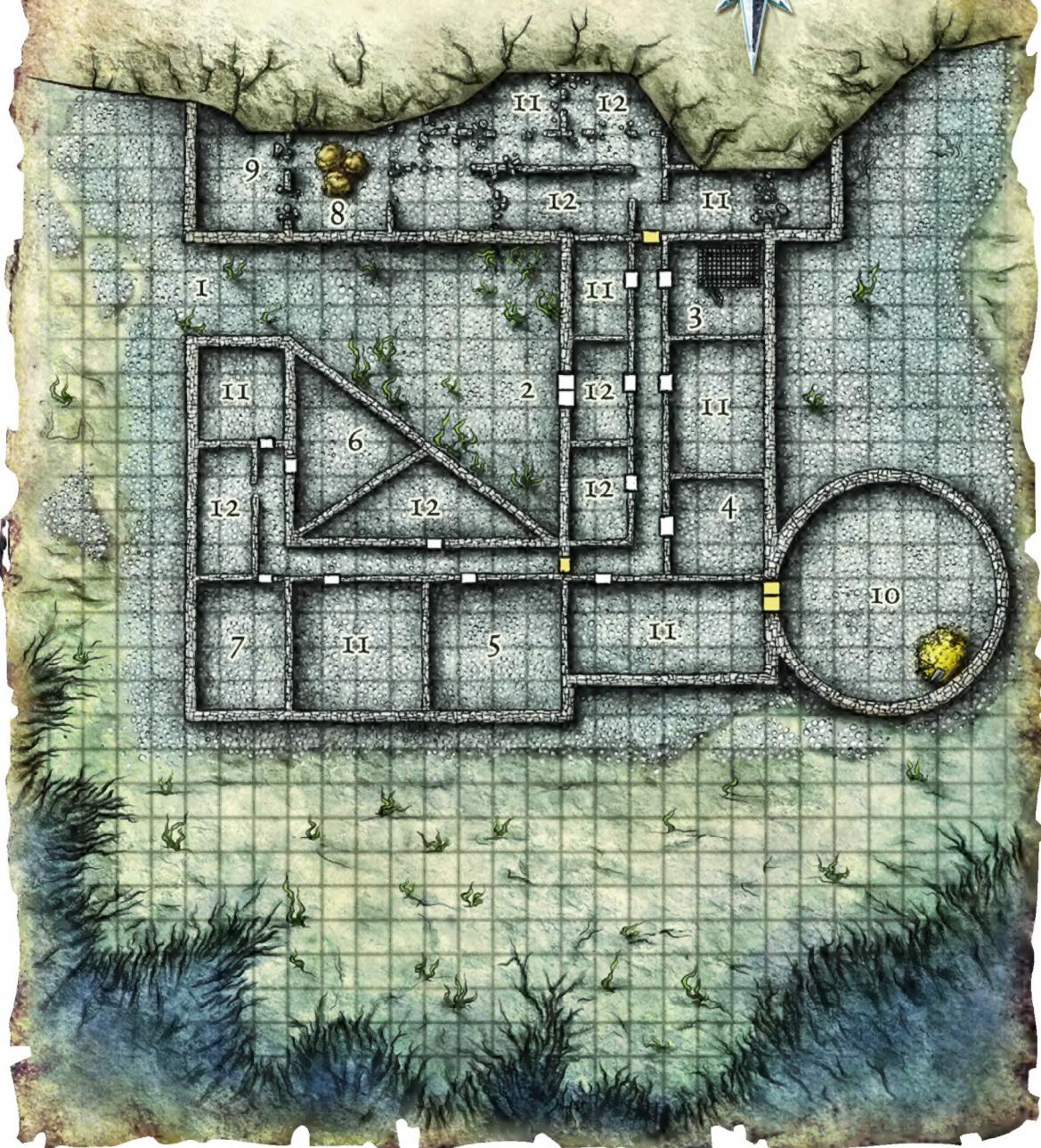
The statues, made of obsidian, depict kopru guards armed with tridents.

If the PCs defeated the guards stationed in area 1, they may already have retrieved the key to these doors by the time they reach them. Otherwise, they must use Open Lock, or break down the doors, or use magic specifically designed for opening (such as *knock*) to get through. *Passwall* and other spells that allow passage through solid objects automatically fail.



Kopru Ruins

One square = 10 feet



Stone Doors (2): Hardness 8, 60 hp, break DC 28, Open Lock DC 20.

3. HOLDING CELLS (EL 11)

The door to this area is locked, but the key to the doors in area 2 also opens this one. This chamber contains a cage used to house dangerous sea creatures. Read or paraphrase the following when the PCs open the door.

In the far left corner of the room stands a cage built of some dull metal that contains four tentacled, lobsterlike creatures. Guarding them are two more of the eel-like beings armed with tridents.

If the PCs used the key to open the door, the cage remains secure. Otherwise, the cage door opens as soon as the door to the room does, releasing the creatures inside.

Stone Door: Hardness 8, 60 hp, break DC 28, Open Lock DC 20.

Creatures: The cage houses four uchuulons. In addition, two kopru guards are stationed in the room to serve as the uchuulons' keepers.

Kopru Guards (2): hp 72 each; see Appendix for statistics.

Uchuulons (4): hp 71 each; see *Stormwrack*, page 163, for statistics.

Tactics: The uchuulons attack as soon as the door to their cage opens. They recognize the kopru as their masters and do not attack them.

The kopru take a standard action to release the uchuulons if the door to their cage has not opened automatically, then turn to attack the PCs.

4. LEVER 1—WEST WING (EL 12)

The door to this room is locked, but the key to the doors in area 2 opens this one as well. Entering the room by any other means activates the poisoned needle trap.

Poisoned Needle Trap: CR 11; mechanical; location trigger; manual reset; Atk +20 melee (1 plus poison, needle); poison (black lotus extract, DC 20 Fortitude resists [poison only], 3d6 Con); Search DC 25; Disable Device DC 20, Market Price 48,500 gp.

Stone Door: Hardness 8, 60 hp, break DC 28, Open Lock DC 20.

Read or paraphrase the following when the PCs open the door.

Two crocodilian reptiles with flippers instead of feet swim lazily through this chamber. Each has a finned tail and jaws studded with razor-sharp teeth. In the center of the east wall is a lever.

The lever opens the door to the west wing.

Creatures: This room is guarded by two mosasaurs that the kopru have taken in and domesticated.

Mosasaurs (2): hp 166 each; see *Stormwrack*, page 146, for statistics.

Tactics: The mosasaurs have been trained to act friendly toward any kopru or any creature accompanied by a kopru, but they attack other creatures that enter. If the PCs have a living kopru with them when they enter—be it a hostage, a charmed opponent, or a kopru that is compliant for any other reason—the mosasaurs do not attack. If the PCs enter without a kopru, the creatures attack immediately.

When combat begins, the mosasaurs back all the way against the east wall and occupy adjacent squares, making it difficult for the PCs to flank them. Each mosasaur uses its improved grab ability to establish a hold on an opponent, then attempts to swallow it whole. If its first attempt to swallow fails, it resorts to its bite and tail slap attacks.

5. LIVING QUARTERS (EL VARIABLE)

Many of the kopru who have taken up residence in the ruins use this area for their living quarters.

This square chamber is filled with smooth rocks arranged in a weird but somehow aesthetically pleasing way. Some rocks are tall, with scoop-shaped depressions; others are smaller and more boxlike. Mesh bags hang on rocky outcroppings around the perimeter, and tridents stand against the walls here and there. Bones are piled in the corners, along with various small items that defy description.

Dozens of the eel-like creatures occupy this chamber. Some recline on the rocks carving bones with small knives; others are curled in the smooth depressions, evidently asleep. A few chew on fish and other sea creatures, flinging the bones onto the piles.

Unless the PCs have already drawn attention to themselves in some way, the kopru in this chamber are not expecting trouble. Thus, each character gains a +5 circumstance bonus on opposed Listen or Spot checks made to determine surprise.

Creatures: Up to thirty-six kopru are here at any given time, eating, sleeping, or relaxing.

Kopru Guards (36): hp 72 each; see Appendix for statistics.

Tactics: Once combat begins, the kopru attempt to flank the PCs. They use their superior numbers to advantage and employ only their natural weapons.

Treasure: The mesh bags contain rations and gear. Each also contains a small pearl, worth 50 gp.

6. LEVER 2—NORTH WING (EL 5)

The north wing of the complex still lies in ruins, primarily because the kopru have not been interested in restoring it thus far. Because of its relative unimportance to them, they have not placed any guards around the lever that grants access to this wing. Read or paraphrase the following when the PCs enter.

This chamber is triangular and apparently uninhabited. In the center of the floor is a lever.

The lever is protected by a falling block trap. Unless this trap is discovered and disabled, a stone block falls from the ceiling on top of any creatures occupying the square that contains the lever, as well as the square immediately to the north of it.

If you wish to place a combat encounter in this chamber, feel free to construct one, using area 11 as a guide.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. Market Price: 10,000 gp.

7. PUZZLE ROOM (EL 10)

This chamber contains one of the kopru's ancestral treasures, kept safe throughout the centuries in its trapped receptacle. Read or paraphrase the following when the PCs enter.

In the middle of this chamber stands a podium made of stone. On the south wall is a closed, rectangular, stone container with a picture of a trident etched into its top.

On the podium are three rectangular tiles, each a different color. They are arranged in the order black, blue, and green. Engraved into the top of the podium is a star, under which are three square depressions about the size of the tiles, arranged in a vertical line.

The tiles represent the colors of the water at various depths, and the star represents the sky above the ocean. The correct placement of the tiles is blue at the top, green in the middle, and black at the bottom.

If the PCs correctly place the tiles, the stone container with the trident etched onto it opens, revealing a +3 trident within. Breaking open the container or placing the tiles incorrectly triggers an *energy drain* trap.

Stone Container: Hardness 8, hp 90; break DC 35.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4

negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,280 XP.

8. SEDIMENT MOUNDS

Because the floor in this area is a bit lower than it is in other parts of the complex, sediment from the disintegrating walls has collected here. Read or paraphrase the following when the PCs enter.

Within this room are three large mounds of sediment. Broken rocks and bits of detritus too far gone to be identified poke out here and there from this material.

No creatures inhabit the muck, but any character who searches it and makes a successful DC 20 Search check finds a 3-foot-long rod carved from some dark stone. This item is nonmagical and appears normal in every way. The rod fits into the mechanism in area 9, completing the lever that opens the door to area 10.

9. LEVER 3—COMMAND DOME (EL 12)

Because this room contains the mechanism that opens the door to the command dome, it is heavily guarded. As an added precaution, the kopru have hidden the rod that completes the lever mechanism in one of the sediment piles in area 8.

This rectangular chamber has suffered the ravages of time as fully as its neighboring areas. In the center of the floor is a semicircular protrusion that looks like a lever mount, but no handle is present to operate it. Six eel-like guards, each armed with a wicked-looking trident, swim about the area.

The lever cannot be made to operate without a handle. However, inserting the rod made for it (from area 8) or any other item into the mechanism triggers a trap (see below).

Creatures: Six guards attend this position and attack any nonkopru that enter.

Kopru Guards (6): hp 72 each; see Appendix for statistics.

Tactics: The kopru guarding this chamber are always on the alert and attack intruders the moment they become aware of their presence. The kopru attempt to flank the PCs and use their natural attacks. If it becomes apparent to them that their attacks are not dealing as much damage as they should, the kopru switch to their +2 tridents.

Trap: An *energy drain* trap has protected the lever mechanism in this room since the ancient kopru

inhabited these ruins. They placed it here to ensure that their leaders could not be disturbed by any unauthorized visitors. The trap is activated when a creature places the rod from area 8 (or any similarly shaped object) into the mechanism. Since Ecalla did not have the amulet that she now uses to get around the complex at the time of her arrival here, she had one of her male underlings open the doors to the various sections of the ruins. This particular trap cost him his life.

Energy Drain Trap: CR 10; magic device; touch trigger; automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,920 XP.

10. THE COMMAND DOME (EL 14)

This chamber is where the kopru leaders dwell. From here, they can see both the complex and the surrounding undersea floor.

A massive obsidian throne that resembles a mass of writhing tentacles stands on the easternmost wall section of this spherical chamber, opposite the doorway. The walls sport various levers and viewports, and several smooth rocks form chairs and beds for the five eel-like creatures at work here.

The throne is made in the image of the kopru god Shothugg.

Creatures: From this chamber, Matron Ecalla rules the ruins. She is accompanied by four of her attendees, all female, who ensure that she is both comfortable and protected.

Tactics: When the PCs enter the room, Ecalla's four attendees immediately spring to attack them. Ecalla's initial strategy is to stay behind her defenders and use the magic at her disposal against the PCs. However, she quickly moves into melee if it appears that her defenders are not powerful enough to stop the party. Her primary targets are any characters she believes are a canny spellcasters, followed by the strongest fighters in the group.

Matron Ecalla: hp 104; see Appendix for statistics.

Kopru Guards (4): hp 72 each; see Appendix for statistics.

Treasure: Behind the throne is a stone chest containing the combined treasure of Ecalla and her staff. Their hoard consists of ten obsidian statuettes (60 gp), an aquamarine (300 gp), an onyx (40 gp), a golden pearl (100 gp), an emerald (800 gp), an aquamarine (500 gp), a deep blue spinel (600 gp), a carnelian (50 gp), a chrysoprase (60 gp), a jacinth (6,000 gp), a lapis lazuli (13 gp), a

jasper (50 gp), three *potions of darkvision* (300 gp), three *potions of cure moderate wounds* (300 gp), and 2,000 gp. About Ecalla's neck is her *medallion of passage* (150 gp) that opens any door in the complex for her.

11. RANDOM ENCOUNTERS (EL VARIABLE)

These rooms contain little of interest, but encounters with various sea creatures can occur here. No occupants of these chambers attack the kopru.

Creatures: The kopru and some of the creatures they have allowed to reside here occasionally occupy these rooms. Roll 1d8 and consult the following table to determine the encounter—or, if you prefer, forego the die roll and simply choose an encounter from the table.

d8 Roll	Encounter
1–4	No encounter
5	3 kopru guards
6	4 giant octopi
7	6 standard kopru
8	1 or 2 sisiutl* (if space allows, or reroll)

*see *Stormwrack*, page 159, for statistics

Tactics: All creatures fight any nonkopru they encounter to the death.

12. RANDOM ENCOUNTERS (EL VARIABLE)

These chambers are identical to area 11, except for the inhabitants. As above, roll 1d8 and consult the following table to determine the encounter, or choose one from the table.

d8 Roll	Encounter
1–5	No encounter
6	2 kopru guards
7	3 giant octopi
8	4 standard kopru

Tactics: All creatures fight any nonkopru they encounter to the death.

APPENDIX: NPC STATISTICS

This section gives statistics for a standard kopru, updated for D&D v.3.5, plus statistics for the kopru guards and for Ecalla.

KOPRU

Many generations ago, the kopru built a far-flung civilization beneath the sea. For unknown reasons, their society declined, becoming ever more decrepit and



degenerate. Now, almost none of its former glory remains.

A kopru resembles no known creature, but it combines several familiar features into one monstrous whole. Its vaguely eel-like body ends in three long, flexible, barbed tails. Its torso is nearly human, and the hands on its two arms end in vicious webbed claws. Its head grows directly from its trunk, like a fish's, and has large, unblinking eyes. The fact that its mouth is surrounded by four tentacles has led some scholars to propose that it may somehow be related to mind flayers.

Kopru speak Aquan and Common.

KOPRU

CR 6

CE Medium monstrous humanoid (aquatic)

Init +2; **Senses** Listen +1, Spot +1; darkvision 60 ft.

Languages Aquan, Common

AC 15, touch 12, flat-footed 13

hp 36 (8 HD)

Fort +2, **Ref** +8, **Will** +9

Speed 5 ft. (1 square), swim 40 ft.

Melee tail slap +10 (1d6+2) or

Melee tail slap +10 (1d6+2) and

Melee 2 claws +8 (1d4+1) and

Melee bite +8 (1d4+1)

Base Atk +8; **Grp** +8

Special Actions constrict 3d6+3, dominate person, improved grab

Abilities Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10

Feats Iron Will, Multiattack, Skill Focus (Escape Artist)

Skills Concentration +8, Escape Artist +11, Jump -10, Move Silently +6, Search +4, Swim +10

Constrict (Ex): On a successful grapple check, a kopru deals 3d6+3 points of damage.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of the *dominate person* spell (caster level 10th; Will DC 14), except that the range is 180 feet and the duration is 8 days.

Improved Grab (Ex): To use this ability, a kopru must hit with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.

The long, eel-like body of this bizarre and disturbing creature ends in three barbed tails. It has a humanlike torso and arms that end in hands tipped with vicious-looking webbed claws.

It has two enormous, unblinking eyes placed wide on its head, and its mouth is surrounded by tentacles.

Strategies and Tactics

On land, a kopru cannot attack with its claws because it needs its arms to drag itself across the ground or prop its body up. In the water, however, it is a ferocious opponent that is particularly deadly in melee combat. Along with its claws and teeth, it lashes out with its tails, all three of which strike as one.

Because of their slow land speed, the kopru rarely attack targets above the surface of the water. However, they have begun to prey upon sea-dwelling races that they consider weaker than themselves, such as the aquatic elves, the aventi, and the dafellan.

Kopru sometimes prowl the depths alone, but more often, they travel in pairs or patrols of three to five individuals. Since the downfall of their civilization, their settlements tend to be small colonies of six to twenty-four adults and double that number of noncombatant juveniles.

Ecology

Modern kopru live by hunting. Their diet consists mostly of fish, though they are more than happy to dine on other sentient aquatic races, such as aquatic elves, aventi, dafellan, and sahuagin, when they can catch them. No prisoners they take in combat are ever released; they are either enslaved or eaten. Sahuagin hunt kopru relentlessly because of their ancient hatred for the race, though few now remember the reason for that hatred.

Each adult female kopru takes a mate every year and lays a clutch of eggs. The eggs are communally tended until they hatch. The young are fed for the first few months of their lives, then turned loose to hunt on their own. Cannibalism among young kopru is common. Kopru that are too old to hunt are turned out of the colony to become food for undersea predators.

Environment: Kopru lair in warm coastal waters, typically in tropical or subtropical areas. Many of their large cities were built in the waters of island chains, particularly islands formed from underwater volcanic activity. Some few also dwell in warm marshes. Their settlements are crude underwater caves carved out of coral or stone. Most are located near their ancient, ruined cities.

Typical Treasure: A kopru carries standard coins (gold and platinum only), standard goods (gems only), and no items except its gear.

Kopru Society

Kopru society is matriarchal and savage. The males guard the females and serve at their beck and call. The

largest females become matrons and rule small colonies of their own.

Alignment: Kopru are always chaotic evil. As far as they are concerned, other beings exist only to serve the kopru.

Kopru with Class Levels

Because of their undersea habitat and their chaotic evil alignment, kopru are not really suitable as PCs. NPC kopru, however, can make interesting opponents. A kopru's favored class is fighter, though several matrons have been bred to be sorcerers.

Level Adjustment: +4.

Advanced Kopru

Kopru can advance by Hit Dice as well as class levels. A kopru with 9–10 Hit Dice is Medium, and one with 11–12 Hit Dice is Large. Larger specimens are usually matrons who grew because of a constant food supply provided by their underlings, though a few Large males exist as well. Most of these serve as bodyguards and consorts for matrons, though one occasionally tries to seize power in his own right.

Level Adjustment: +4.

Kopru in Eberron

The kopru were created by the daelkyr during the age of monsters. Although they quickly spread throughout the world's oceans, they forged a powerful underwater kingdom in the waters north of Xen'drik. This empire lasted from about –7,000 YK to –3,000 YK. No one knows why their society fell, and no historical records have been unearthed to explain its sudden decline. Some scholars suggest that the races the kopru enslaved rose up against them, while others speculate that the demise of their culture may have been related in some way to the emergence of the dragonmarks. However, such speculation is simply conjecture; no evidence of any sort has been uncovered to date.

Kopru in Faerûn

The kopru originated in the waters surrounding the fetid swamps of Chult and the nearby coastline. Around –2,750 DR, the couatl-led humans drove them from the island. This forced exodus from their native waters resulted in the spread of the kopru throughout the world. Eventually, a large group of them settled in the Sea of Fallen Stars, where they established a mighty kingdom that rivaled that of the sahuagin. After years of struggle, the sahuagin conquered the kopru, ruined their underwater cities, and slew as many of them as possible. Kopru settlements now exist in the oceans throughout Faerûn, but the creatures primarily inhabit the pirate isles in the Sea of Fallen Stars and the region near the Nelanther Isles in the Sea of Swords.

KOPRU GUARD

Both male and female kopru take part in guarding the complex.

KOPRU GUARD

CR 8

Male or female kopru fighter 2

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** Listen +0, Spot +0; darkvision 60 ft.

Languages Aquan, Common

AC 21, touch 13, flat-footed 18

hp 72 (10 HD)

Fort +7, **Ref** +9, **Will** +8

Speed 5 ft. (1 square), swim 40 ft.

Melee +2 trident +17 (1d8+9) or

Melee tail slap +15 (1d6+5) or

Melee +2 trident +17/+12 (1d8+9) or

Melee tail slap +15 (1d6+5) and

Melee 2 claws +13 (1d4+2) and

Melee bite +13 (1d4+2)

Base Atk +10; **Grp** +15

Atk Options Power Attack, Cleave, Great Cleave

Special Actions constrict 3d6+7, dominate person, improved grab

Abilities Str 20, Dex 17, Con 14, Int 10, Wis 11, Cha 9

Feats Cleave^B, Great Cleave, Iron Will, Multiattack, Power Attack

Skills Concentration +10, Escape Artist +8, Intimidate +3, Jump –7, Move Silently +6, Search +4, Swim +11

Possessions +1 pearlsteel chain shirt, +2 trident, 50 gp

Constrict (Ex): On a successful grapple check, a kopru deals 3d6+7 points of damage.

Dominate Person (Su): Once per day, a kopru can produce an effect like that of the *dominate person* spell (caster level 10th; Will DC 13), except that the range is 180 feet and the duration is 8 days.

Improved Grab (Ex): To use this ability, a kopru must hit with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.

ECALLA, KOPRU MATRON

Matron Ecalla is the leader of a successful kopru clan that has already conquered several others. Incorporating these captives has swelled the clan's numbers and

made it one of the most powerful and prestigious in this part of the ocean. During her long life, Ecalla has tapped into the magic bred into her line and become a fairly accomplished sorcerer.

Matron Ecalla rules her subjects with "tender mercy"—that is, she treats them well as long as they obey her commands. Obedience is rewarded, disobedience is painfully punished, and failure earns death. The majority of Ecalla's subjects respect her for her ability to enforce order upon a normally chaotic people.

Matron Ecalla seeks to restore the kopru to what she feels is their rightful place in the sea. She seeks to crush the disorganized sahuagin, enslave the aquatic elves and other sentient races of the ocean, and restore the Kopru Empire to its former glory. So far, she has succeeded admirably, absorbing many weaker clans into her own and making alliances with those too strong to conquer. Recently, she and her forces retook one of the ancient kopru ruined cities as a symbolic display of her rising power.

MATRON ECALLA

CR 12

Female kopru sorcerer 4

CE Large monstrous humanoid (aquatic)

Init +2; **Senses** Listen +3, Spot +3; darkvision 60 ft.

Languages Aquan, Common

AC 20, touch 15, flat-footed 18

hp 104 (16 HD)

Fort +7, **Ref** +11, **Will** +17

Speed 5 ft. (1 square), swim 40 ft.

Melee tail slap +16 (1d6+3) or

Melee tail slap +16 (1d6+3) and

Melee 2 claws +14 (1d4+1) and

Melee bite +14 (1d4+1)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Atk Options Cleave, Power Attack

Special Actions constrict 3d6+4, dominate person, improved grab

Combat Gear potion of blur, 3 potions of cure moderate wounds, wand of magic missile (CL 5th, 30 charges)

Sorcerer Spells Known (CL 4th):

2nd (4/day)—pressure sphere (DC 15) (*Stormwrack*, page 120)

1st (7/day)—mage armor, magic missile, shield

0 (6/day)—daze (DC 13), detect magic, flare (DC 13), prestidigitation, ray of frost, read magic

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 17, Cha 17

Feats Cleave, Craft Wondrous Item, Iron Will, Multiattack, Power Attack, Steam Magic (*Stormwrack*, page 93)

Skills Concentration +16, Escape Artist +8, Hide -2, Jump +0, Move Silently +9, Search +7, Spellcraft +4, Swim +11

Possessions bag of teeth (*Stormwrack*, page 131), horn of tritons, ring of protection +4, amulet of natural armor +2

Constrict (Ex): On a successful grapple check, Ecalla deals 3d6+4 points of damage.

Dominate Person (Su): Once per day, Ecalla can produce an effect like that of the *dominate person* spell (caster level 12th; Will DC 19), except that the range is 180 feet and the duration is 8 days.

Improved Grab (Ex): To use this ability, Ecalla must hit with her tail attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict in the same round.

CONCLUDING THE ADVENTURE

Once Matron Ecalla has been slain, her minions quit the complex. No other matron is interested in this particular site, so it once again falls into disuse. If alerted to the situation, the aquatic elves re-establish the wards within the week.

FURTHER ADVENTURES

Ecalla's followers are too disorganized to seek vengeance against the PCs for the attack on this complex. However, other matrons have taken note of Ecalla's efforts, and they continue trying to penetrate other kopru ruins in the area. The kopru's efforts to re-establish their superiority are redoubled unless the PCs take steps to reduce their numbers, either through raids of their own, or by negotiating military alliances with the kopru's ancient enemies.

ABOUT THE AUTHOR

Darrin Drader was born in Pullman, Washington in 1973 and stayed there long enough to attend WSU. He then moved to western Washington and eventually landed a job at Wizards of the Coast, Inc. After an eight-year stay in the Seattle area, he decided to move back to eastern Washington so that he could be closer to his family. He has been an RPG freelancer since 2000 and has done design work for DRAGON magazine, Star Wars Gamer magazine, Bastion Press, Mongoose Publishing, and Wizards of the Coast, Inc.